

GAME BOY ADVANCE

AGB-A7AE-USA

TOMY®

SHONEN JUMP'S
NARUTO
NINJA
COUNCIL

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)



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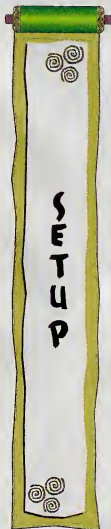


This year, Naruto and Sasuke have been chosen for the survival challenge held annually at the Village Hidden in the Leaves. Naruto and Sasuke will have to challenge seven stages, all divided into different themes, and try and get to the exit where the Lord Hokage awaits. At each stage, village ninja will do whatever it takes to hinder their path. Can Naruto and Sasuke overcome this test and conquer the survival challenge?



1. Turn OFF the Power Switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of NARUTO: Ninja Council into the Game Pak slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the Power switch. The Title Screen will appear (if you don't see it, begin again at step 1).

WARNING: Rapidly switching the Power Switch ON and OFF may cause a battery-backed Game Pak to lose your stored information.



GAME CONTROLS

L Button

R Button

Throw ninja tools

Control Pad

Move the player

A Button

Jump or Confirm

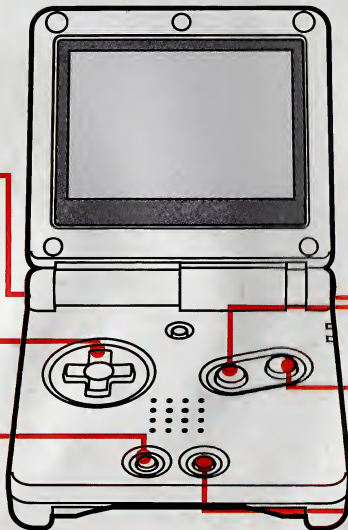
START

Pause game

B Button

Attack Enemy
or
Cancel

SELECT





BUTTON CONTROLS


A Jump


B **Attack Enemy**
Hold down to fill the Special Move Gauge and
let go to use a special move

L Disabled

R **Throw ninja tools**
With a scroll, you can use Ninjutsu by holding down
and letting go once the Active Item Indicator
switches to Ninjutsu

 **Move the player**
Use the Control Pad for special actions
like running, crouching, and crawling movement.

START  **Pause game**

SELECT  Disabled



MENU SCREEN CONTROLS

A Confirm

B Cancel

L Disabled

R Disabled

START  Confirm

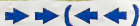
SELECT  Disabled

Many stages in this game will require the use of special actions to advance.

Be sure to master them.



RUN



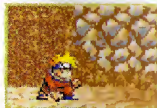
Rapidly press the +Control Pad in the same direction twice to run for a short period of time.



CROUCH



Press the +Control Pad Down from a stationary position to attack low-lying enemies.



CRAWLING



Moving left or right while crouched allows the character to crawl under low hanging ceilings.



RUN UP CLIFF

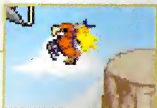


Run up some cliffs and walls by running into them.



RUN UP AND JUMP OFF

Press A Button while running up a cliff. Will jump backwards when pressing the A Button while running up a cliff.





COMBO

B +

Rapidly press the B Button repeatedly to unleash a combo attack on your opponents.



NINJUTSU

HOLD **R**

Use Ninjutsu when R Button is held. A scroll is needed to use Ninjutsu.

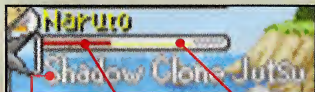


SPECIAL MOVE



The Special Move Gauge will start to fill as you hold B Button. The move will be executed when you let go of the B Button. The special move will change depending on how full the gauge is. Each special move uses up Chakra.

SPECIAL MOVE GAUGE



NAME OF MOVE

The special move that is executed changes depending on how filled the gauge is.

MISS RANGE

The move misses or comes out weak when the gauge is in the red area.

HIT RANGE

A powerful version of the move comes out when the gauge is in the yellow area.



STAGE MODE

To advance, use regular attacks and special moves to defeat enemies that get in your way. You can crawl or use Ninjutsu to get access to paths you never thought existed.

1. Life Gauge: Shows the player's current health.
One life is lost when it becomes empty.
2. Chakra Gauge: Reduced when special moves are used.
Increases when player does not attack.
3. Special Move Gauge: Gauge appears while the B Button is held.
Shows the current special move and its power.
4. Time: Time remaining in the game.
One life is lost when the time reaches zero.
5. Score: Shows the player's current score.
6. Active Item: Shows Ninja Tool currently in possession.
7. Available Item: Ninja Tool or Ninjutsu that can be used when picked up.
8. Lives Remaining: Game is over when this number becomes 0 and you lose a life.
9. Number of Leaf Symbols: . . The number of Leaf Symbols picked up so far.

BOSS MODE

When a boss is encountered, you must defeat the boss in order to move to another area.






1. Life Gauge: Shows the player's current health. One life is lost when it becomes empty.
2. Chakra Gauge: Reduced when special moves are used. Increases when player does not attack.
3. Special Move Gauge: Appears while the B Button is held.
Shows the current special move and its power.
4. Time: Time remaining in the game. One life is lost when the time reaches zero.
5. Score: Shows the player's current score.
6. Enemy Boss Life Gauge: . . Shows the enemy boss's current health. You win when it becomes empty.
7. Name of Enemy Boss: . . . Shows the enemy boss's name.
8. Active Item: Shows Ninja Tool currently in possession.
9. Lives Remaining: Game is over when this number becomes 0 and you lose a life.
10. Number of Leaf Symbols: . The number of Leaf Symbols picked up so far.

Often you will find items during the stages. You will be able to use ninja tools and Ninjutsu just by picking up the items. Ninja tools and Ninjutsu have unlimited shots. Advance through the game by using the various items found in the stages efficiently.



NINJA TOOLS




The player character starts the game with Shuriken. The ninja tools that can be used change as you pick up new items along the way.




	Shuriken	The most basic tool. Shuriken can be thrown straight forward and damage enemies if they are hit.
	Kunai	The most powerful tool. When used with the right timing, it can shoot down throwing weapons fired by an enemy.
	Senbon	Gives minimal damage to the enemy, but you can fire them in two directions (forward and diagonally forward) at the same time.



NINJUTSU

Can be used not only as weapons, but also to break through walls and get into places that appear inaccessible.

	Lightning Style Jutsu	When used, a thunderbolt will attack enemies. It can also break through some walls.
	Earth Style Jutsu	When used, a bullet that shoots along the ground attacks enemies. It can also break through some soft surfaces and dig holes.
	Fire Style Jutsu	When used, throws a fireball that can damage enemies. It can also burn down dead trees that block the path.

	Leaf Symbol	Leaf Symbols can be found in various places. Maybe something good will happen if you collect all the Leaf Symbols from all the stages?
	Recovery	If you pick up a Recovery Symbol, your Life Gauge recovers to a certain degree.
	Book	If you pick up a Book, Kakashi sensei will give you some useful tips.



OTHERS

There are items other than weapons that can be found in the stages.



STORY MODE

This is the main mode of the game. The character you choose participates in the Hidden Leaf Village's annual survival challenge and attempts to clear the stages in order.



FREE MODE

You can choose and play any of the stages that have been completed in the Story Mode. Use this mode to practice and polish up your skills.

DON'T WORRY,
I'LL SUPPORT
YOU BEHIND
THE SCENES.





HIDDEN SUPPORT CHARACTERS

Hiding in the game are many support characters that help the player. They appear when you go to the place where they are hiding, but some disappear without saying anything when attacked.

Sakura	For Naruto, restores Life Gauge. For Sasuke, fills Chakra Gauge and Life Gauge to full.
Hinata	Restores Life Gauge significantly for both characters.
Iruka	Adds an extra life.
Anko	Adds an extra life.

Kurenai	Adds an extra life.
Asuma	Adds an extra life.
Guy sensei	Adds an extra life.



C H A R A C T E R S



Special moves that miss often but are big when they hit the jackpot.

.....



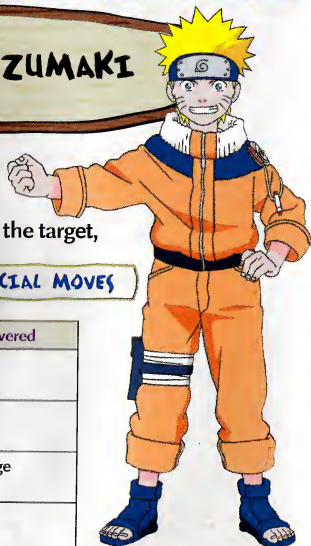
NARUTO UZUMAKI

Naruto, the infamous problem child of the Ninja Academy in the Village Hidden in the Leaves, has become a Genin and is ready to take on the survival challenge. His special moves are huge when they hit the target, but when he misses his moves are often useless.



NARUTO'S SPECIAL MOVES

Level	Special Move	Hit/Fail	Special Move actually delivered
1	Sexy Jutsu	Hit Normal	Harem Jutsu Sexy Jutsu
2	Shadow Clone Jutsu	Hit Fail	Shadow Clone Jutsu Failed Clone Jutsu
3	Naruto Uzumaki Barrage	Hit Fail	Naruto Uzumaki Barrage Fart
4	???	??? ???	??? ???



Steady, consistent special moves in every situation.

.....



SASUKE UCHIHA

An elite ninja who possesses the Kekkei Genkai Sharingan of the Uchiha Clan. His special moves are effective in every situation, as they rarely miss yet have reasonable power.



SASUKE'S SPECIAL MOVES

Level	Special Move	Hit/Fail	Special Move actually delivered
1	Multiple Shurikens	Hit Normal	With Sharingan, 1.5 times power Multiple Shurikens
2	Fire Ball Jutsu	Hit Normal	With Sharingan, 1.5 times power Fire Ball Jutsu
3	Phoenix Flower Jutsu	Hit Normal	With Sharingan, 1.5 times power Phoenix Flower Jutsu
4	???	??? ???	??? ???





KAKASHI HATAKE

Gives helpful advice
in various scenes.

.....

Also known as the Copy Ninja, Kakashi is a highly-skilled ninja who gives various helpful advice to his students Naruto and Sasuke. Be sure not to miss his tips.

IT'S GOOD
TRAINING
FOR YOU.
DON'T TAKE
IT LIGHTLY.



Here are some other major characters that appear in the game. Please note that there are still more characters other than the ones introduced here.



KONOHAMARU

Konohamaru, the grandson of The Third Hokage, will team up with his tutor Ebisu sensei and challenge you to a fight.

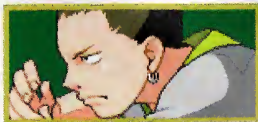
EBISU SENSEI

An elite tutor who guards and protects Konohamaru. He should be an easy victory if you succeed in exposing his weakness.



SHIKAMARU

A lazy ninja who is rarely motivated to do anything, but gets high praise for his strategy-making abilities and composed sense of judgment.



C H A R A C T E R S



CHOJI

Choji snaps every time someone calls him "fat" and would rather be referred to as "chubby". Cannot fight to his potential when hungry.



KIBA

A Genin of the Hidden Leaf Village with a wild personality, wild style, and wild Ninjutsu. Kiba loves his dog Akamaru like a brother.



INO

Childhood friends with Sakura but they also compete for the same man. An intellectual type who often comes off as bratty and selfish.



SHINO

A descendant of the Aburame Clan and his body host to countless bugs, Shino is always keeping his emotions hidden behind his sunglasses.



ROCK LEE

With absolutely no Ninjutsu or Genjutsu abilities, Rock Lee is a dedicated warrior who has polished up his Taijutsu through endless hard work.



HAKU

His face hidden behind a mask, this mystery ninja follows orders from Zabuza and uses deadly Ninjutsu to get in Naruto and his friends' way.



NEJI

A gifted top-ranking Genin who possesses Kekkei Genkai Byakugan, of the Hyuga Clan, a prominent family of the Village Hidden in the Leaves.



ZABUZA

An expert assassin that skillfully handles the massive Guillotine Sword and an array of Jutsu. Also known as the Demon Hidden in the Mist.



STAGE



The seaside bridge in stage 1 is surrounded by water, where you lose a life if you fall in. The first boss is Konohamaru along with Ebisu sensei and the final boss is Ino.

The first stage begins on a big bridge, a good place to master ninja tools.

First big opponent is Konohamaru, but the real battle will be against Ebisu sensei.

SEASIDE BRIDGE



STAGE



From this stage onwards, you will start to see walls of rock that you cannot get past without using Lightning Style Jutsu.

In this stage, make your way through rocky trails over mountains and valleys. You can break up rocks with Lightning Style Jutsu. Fall off the cliff and you lose a life.

MOUNTAIN TRAIL



STAGE

3

You can open up a new route through tunnels by digging holes in the ground.

Although it initially appears to be a simple, grassy plain, there are tunnels underground that you need to get through to advance. Figure out how to get inside.



GRASSY PLAIN



STAGE

4

An intricate maze of paths and trails. Follow the arrows to advance.

Battle flying leeches and snakes and overcome countless traps that are set up on the ground. Dead trees will hinder your path as well.



LEAF VILLAGE FOREST



STAGE

5

Work your way through the maze-like building, with paths often obstructed by fire.

In this stage, you will make your way through a Village Hidden in the Leaves house. An unknown assailant has set fire to the house, blocking your path at every corner. Use rooftops and hallways to get through.



VILLAGE HIDDEN IN THE LEAVES



STAGE

6

The battleground shifts to a familiar classroom. How do you jump over to the other side?

There are height differences all over the Ninja Academy, preventing you from getting to the other side with a regular jump. Master high jumps and capture the intruding ninja.



NINJA ACADEMY



THE GAME CONTINUES

There are still many more stages that were not introduced here.
New visual modes will be added as you complete the stages.

Is there a secret hidden behind the shadows of
the survival challenge?

THE GAME HAS ONLY BEGUN!



NOTES

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Leaf Village Head Band



PVC Keychain



Patch

Available at major retailers near you. Colors and decorations may vary.
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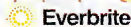
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